

WINTERCAMP is a multi-load game, follow all on-screen instructions to play



THE CREDITS

WINTERCAMP is another in an on-going series of software entertainment products to thrill and captivate and is brought to you by **THALAMUS EUROPE**

Game conceived and created by:

John Ferrari Concept, code & graphics; Max's dad
Dave 'JLG' Birch Mr T himself
Mark 'Tra-la-la' Clements Two fab tunes & fx
Andy 'now you see it, now you don't' Roberts
Loading screen and mega logo
Oll 'spray it again Sam' Frey Design & packaging
Richard 'the Champ' Showell Ice cavern concept

With special thanks to **Robin Hogg** for guidance beyond the call of duty, who has since disappeared off the face of this earth and is believed to have been kidnapped by aliens and transported to the planet Rigel in the constellation Orion.

Thanks also to **Pauline, Majo, Cal, Tony, Vicky, Billie, Bobbie, Luke, Kyle, Alan, James and David**, for having absolutely nothing to do with this game

Final word from Mr T himself — Another man who had nothing to do with the game is **Barry Graves**. Barry who?? I hear you all ask, well, that's what we all say up at Malshanger Football Club. Hello **Paul, Hargy, Rodney, Snowy, PJ, Stevie, Izzy, Longy, Metz, Kerly** (you old greaser), **Graham, Gravesy 1 and Gravesy 2, Smilthy, Litch the Boss, Nick, Fred, John and big Nige**. Be there or J.L.G

WINTERCAMP

Stage 4: THE RIVER PATROL

Back to the business of performing rescues within the time limit. Items of use can be found by inside crates floating along in this section

Tip: Three items are essential to completing this stage, the football, the jar of honey and the fishing rod which can be found by the first waterfall



Stage 5: THE ICE CAVERN

On exiting his canoe Max falls through the snow and into a crevasse. Firstly he must stop himself falling too deep into the crevasse and being lost forever. Then he must find a way out. Fortunately there is an old friend of his taking care of some personal business inside the cavern. If asked he might help.

Tip: Look, listen and remember!

Stage 6: SKI PATROL

More rescues to perform here. In this stage items of use are buried under the snow and must be dug up

Tip: Two items are essential to completing this stage. Stop at the occupied cabin and collect the climbing equipment. Be sure to be holding it when the trumpet comes into sight. Press fire and waggle to play the trumpet.

Stage 7: THE DOWNHILL ROLL

The simplest stage of all, no rescues to perform or items to collect. Just reach the base of the mountain before the time runs out.

Tip: Big snowballs roll faster than small ones but are less manoeuvrable. Increase your snowball size by running into snowmen. If trapped inside a small snowball, stop against something and press fire to jump. This will make Max roll faster than otherwise possible. Use ramps to jump over obstacles

Stage 8: THE FINAL CLIMB

Max's goal is in sight. Just a short climb to the pebble and his mission will be completed

Tip: Sorry, you're on your own now.



In the improbable event of this product being faulty, please return it to the original place of purchase.

Audiotextual concept, label and program

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